

# WORLDNET

## Emergency Operating Instructions

Geneva Node Ref. #1347-030 Alpha  
Fiber Media Update 11 November 2088.

\*\*\* Warning \*\*\*

This document is NOT intended as a full explanation of Worldnet capabilities or usage. It is for emergency use only.  
For Edmod Neurotransfer contact your  
Local Node Edmod AI.

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Worldnet Emergency Operating Instructions

1

11 November 2088

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Personal productivity software  
for home, school and small business use.

For Commodore128 and 64, Apple II series,  
IBM PC and PCjr., and Tandy 1000 computers.

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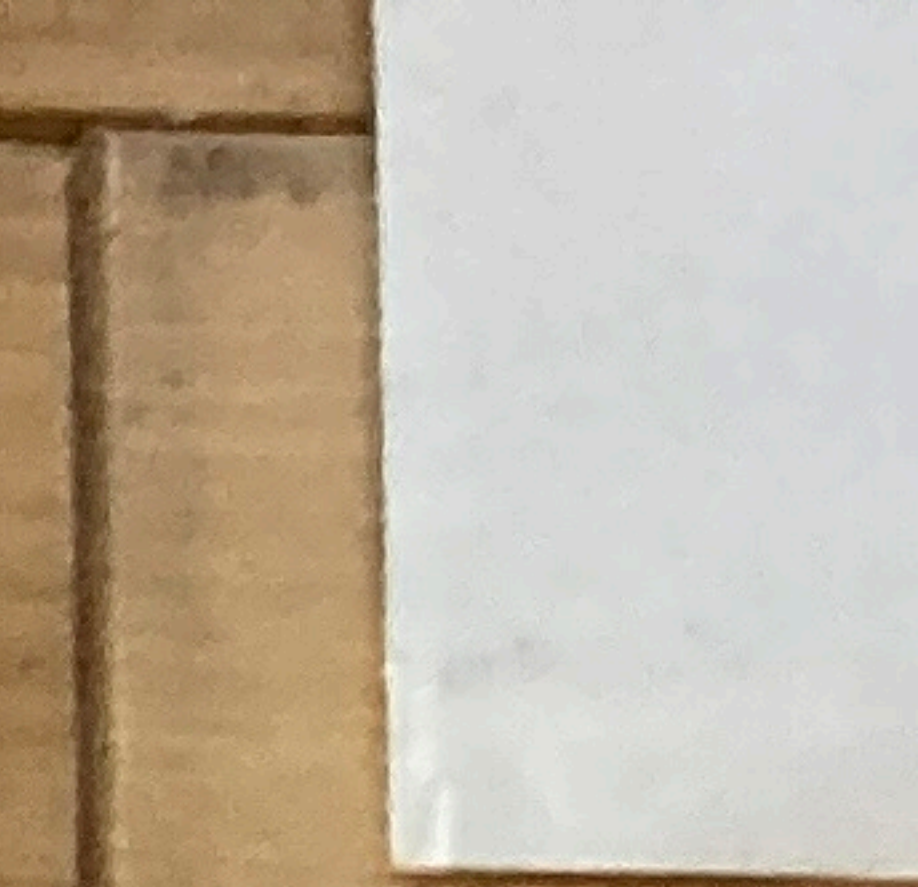
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*Edmod's Dream*

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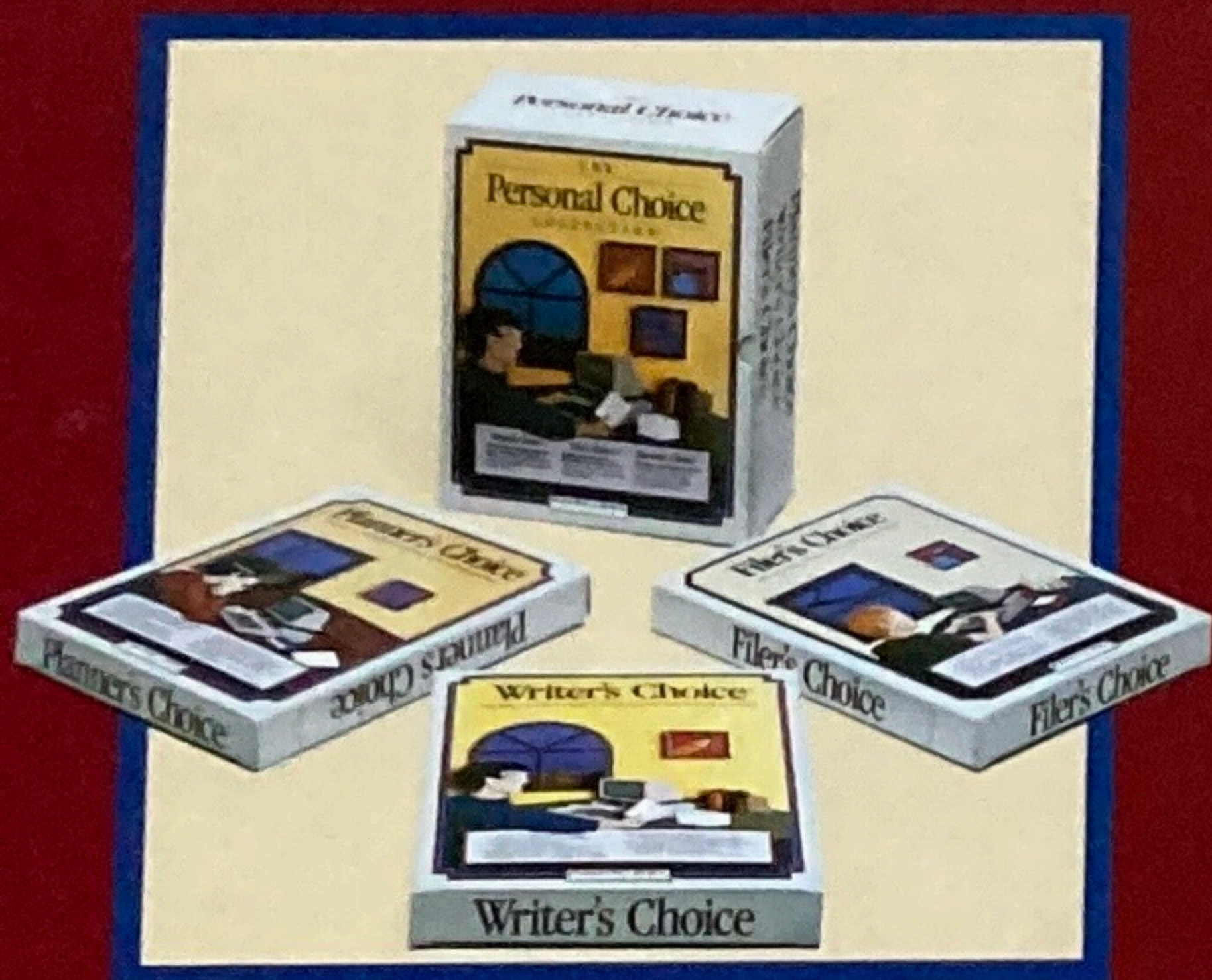


Manufactured and distributed exclusively by Activision.

2. Insert the *Portal* diskette labeled 1 in the internal disk drive, label side up.
3. After the diskette loads, click twice on PORTAL.PRG.

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*Electronic  
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### A Guide to Portal

To help you find your way. Or simply  
to deepen your understanding of the journey.

Send \$3.00 with this completed form to:

Activision, Inc.  
P.O. Box 7287  
Mt. View, CA 94039  
Attn: *Guide to Portal*

ON-LINE HELP

LOCAL NODE  
MESSAGE

ENS



## Portal<sup>™</sup> Loading Instructions

### *Apple<sup>®</sup> IIe and IIc Computers*

1. If you have one, connect a joystick to your computer.
2. Turn on your computer and monitor.
3. Insert the *Portal* diskette labeled Contains Side 1 and 2 in disk drive 1, label side up, and close the disk drive door.

### *Amiga<sup>™</sup> Computers*

1. Turn on your computer and monitor.
2. When so instructed, insert the Kickstart<sup>™</sup> diskette in your disk drive.
3. When instructed to insert the Workbench<sup>™</sup> diskette in your disk drive, insert the *Portal* diskette labeled 1 in your disk drive, label side up.

### *Atari<sup>®</sup> ST<sup>™</sup> Computers*

1. Turn on your computer and monitor.
2. Insert the *Portal* diskette labeled 1 in the internal disk drive, label side up.
3. After the diskette loads, click twice on PORTAL.PRG.

Portal

Prologue



# Portal™

For Apple® IIe and IIc

See Instruction Manual for Loading Information.

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**Contains Sides 5 and 6**

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Personal Choice Software™

## Apple®

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## Atar

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side
3. Aft



\*\*\*

I had no idea how much time had passed, of course. When the ship revived me, 200 million kilometers out, I was disoriented and puzzled. Later, when we swept in over the South Atlantic on our first orbit, I grew alarmed.

This was not the world I left, although the general geography was familiar. There was the hooked circle of Antarctica, the Western Hemisphere, the broad bulge of Siberia and the Arctic ice cap, but where were the cities? Where was the constant communications chatter? Where were the signs of traffic and human life? The planet I was orbiting was empty.

Yet the system was the same. The LP-5 colonies still hovered at the Lgrange points, but they too were silent. The moon circled overhead, but no voices came out of the Lunar bases. The geosynchs and relay satellites had certainly multiplied since I'd been gone, but nothing but unmodulated carrier waves moved between them.

Yesterday, I was laid into the complex hum of the first cryofield aboard the *Gyges* and put to sleep. For me it was yesterday, yet years have passed. I should have revived in orbit off 61 Cygni and spent a year observing the double star.

This did not happen.

*Gyges* held me, my cryofield, and the most advanced artificial intelligence computer Earth scientists could produce in the early 21st. She spoke and understood standard natural language. She contained the intuitive and deductive skills of countless experts in celestial navigation, the physical and biological sciences, life support, entertainment, and psychological adaptation. I anticipated no problems.

But I awoke (it seemed) moments after I'd gone into the cryofield—200 million kilometers from Earth, inward bound—and everything has changed.

\*\*\*

Manhattan is a monument. The triangular mile-high pyramids of midtown still stand, but they're empty. The lower East Side is a vast field littered with abandoned vehicles of types I have never seen. Some of them have been open to the seasons for years. Brambles have grown over the seats and through the steering columns (at least I think that's what those whiplike extensions from just below the left-hand window must be). A cold wind was blowing.

Then, early in June, I found an entrance.

Everyone had moved underground. Of course that movement had begun before I left, but I had had no idea it would be so extensive. The world has been reforested.

It is very beautiful, but here is no one to talk to. I am the last person left alive.

Underground is nothing but desolation. Endless corridors where my footsteps echo. Condensation collects and runs down the walls. Occasionally a gust of air shows some random action of the atmosphere controls, so somewhere there's still power, but I have yet to find a machine or terminal that works. Not that I understand how to work them even if they were active. The lifts don't work, and I've had to climb access ladders or stairs.

There is no sign of violence. It's as if everyone had stepped out years ago and not returned.

The *Gyges* works very well on the planetary surface. Naturally I left the scoop in orbit, but she was designed to be rugged and intelligent. She sang to me as we flew over what was once the eastern United States (recently called, from the chart, the "Northwest Alliance"). Nothing exists but trees, as far as I can see, as far as *Gyges's* sensors can scan: trees and rolling hills. This used to be called Pennsylvania when I left, and this was Ohio. The Lakes gleam to the north, pale and blue.



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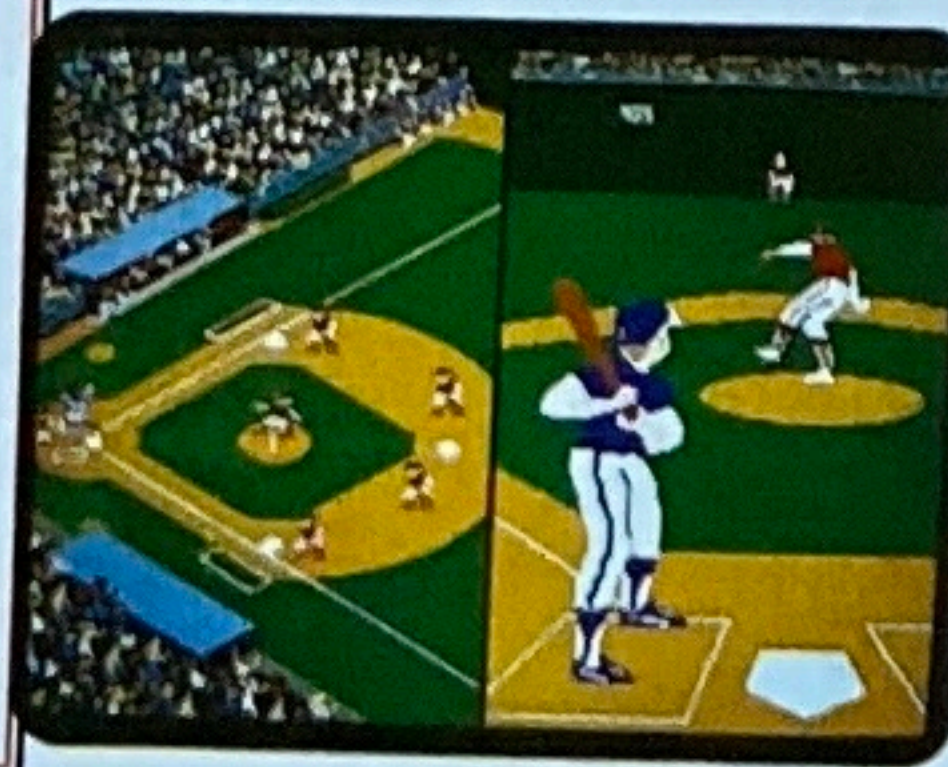
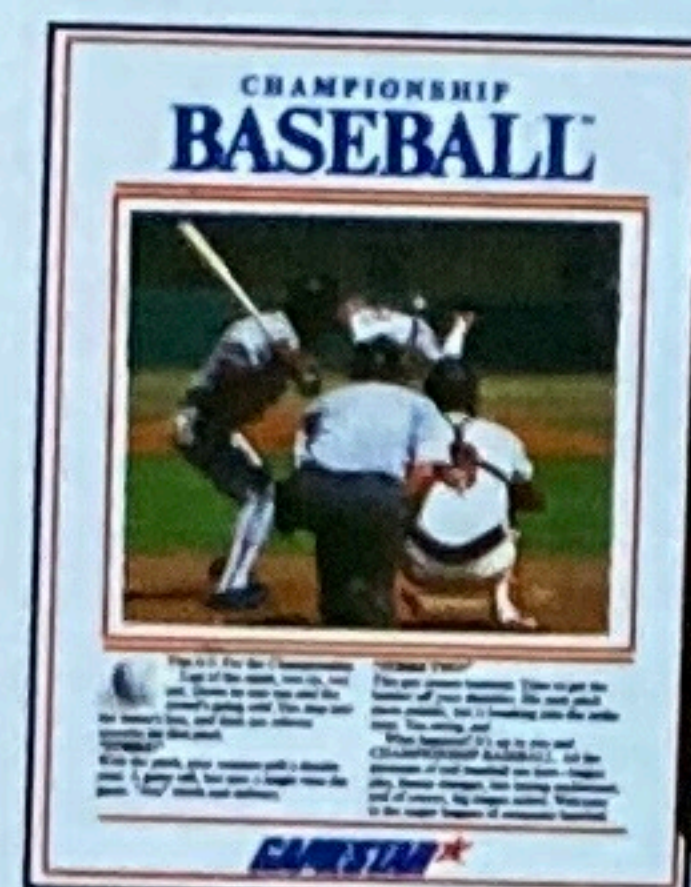


# SPORTS

For the ultimate in sports action, you can suit up or turn to Gamestar. That's because Gamestar is the only software label devoted exclusively to realistic and challenging sports simulations. With GFL Championship Football, you'll experience *real* football, from inside the helmet. In fact, whichever program you choose, with Gamestar software one thing's for sure. You're playing in the major leagues.

**GAMESTAR**

**NEW**



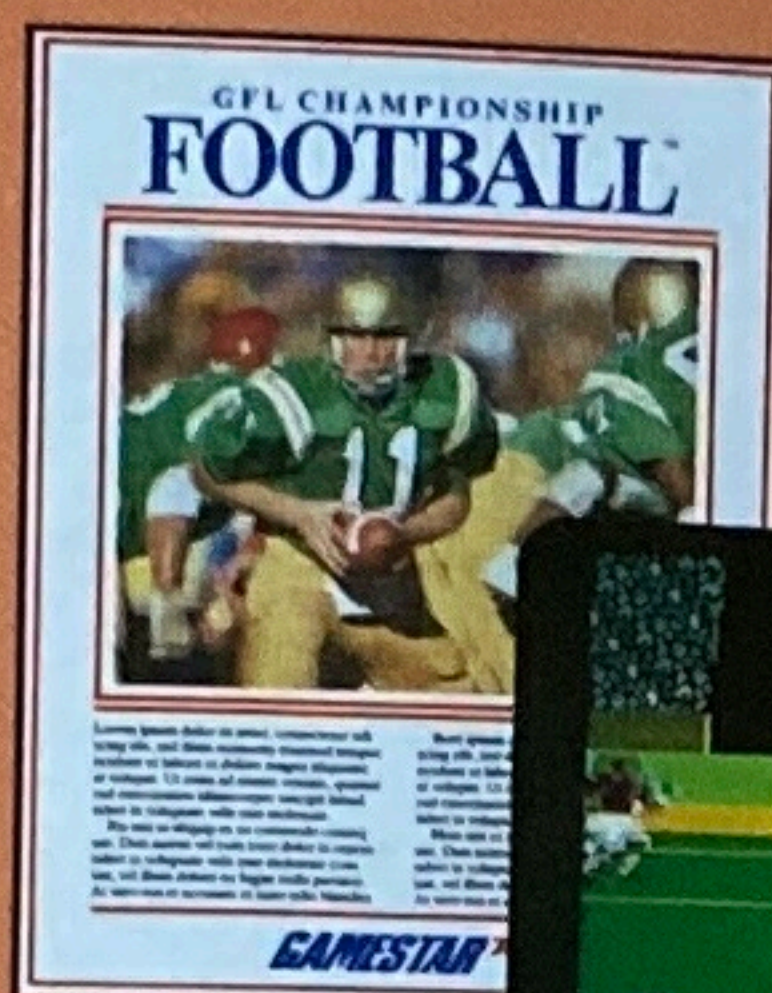
## CHAMPIONSHIP BASEBALL™

Created by Darrin Massena, Scott Orr and Mark Madland.

The national pastime has never looked better.

Here's the most complete baseball simulation available. You control all the action—pitching, hitting, catching, base running, even sliding under tags. Unique split-screen view gives simultaneous at-the-plate and total field views. So grab your bat and glove, pick your team and take on the challenge of the 4-division, 24-team race for the pennant!

For Commodore 64 and 128. Coming soon for Amiga, Atari ST, Apple II series, IBM PC, PCjr and Tandy 1000.



**NEW**

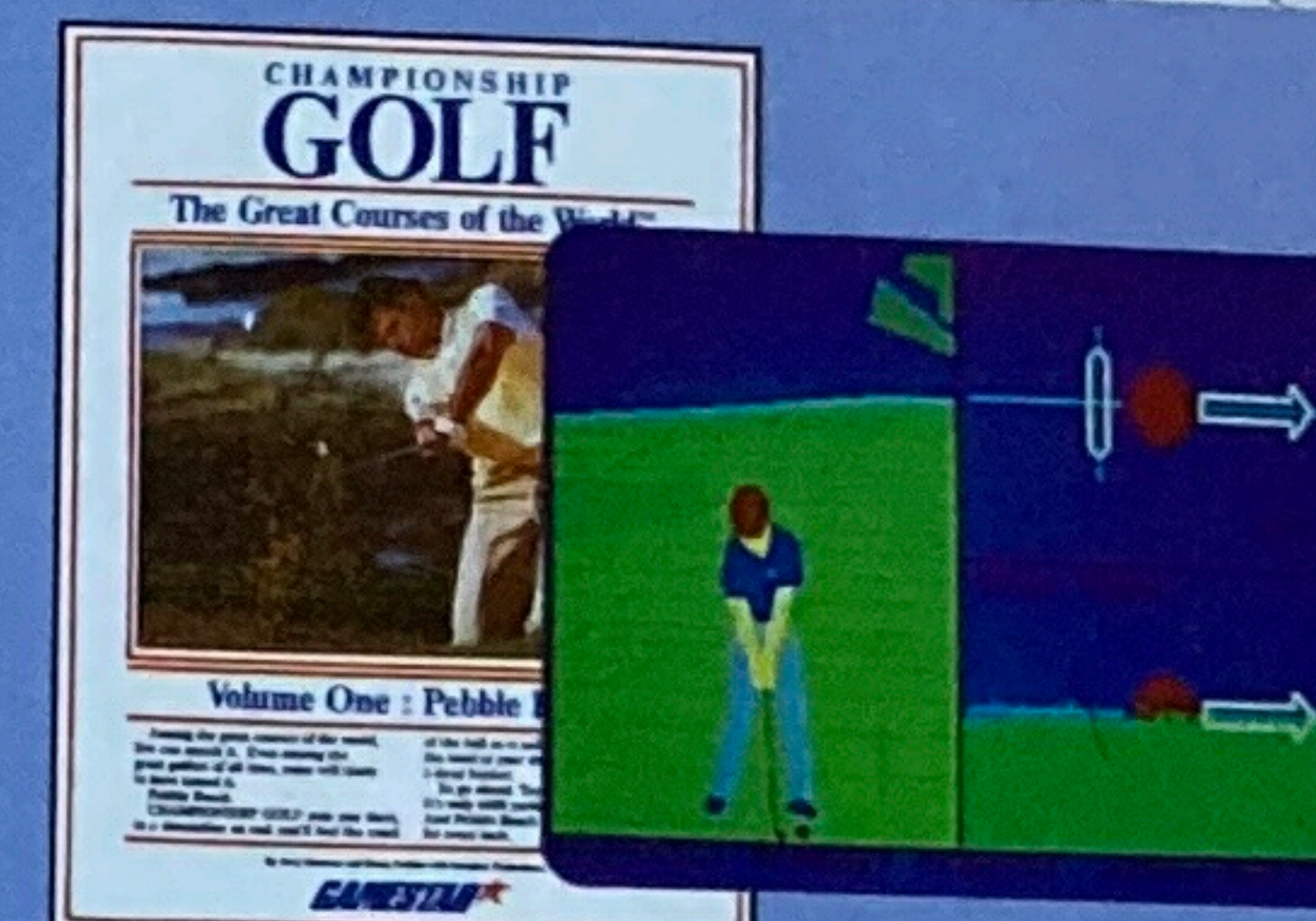
## GFL CHAMPIONSHIP FOOTBALL™

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There's a lot more to football than X's and O's.

You haven't *really* experienced football until you've been down on the field, with an outside linebacker headed straight for you and nobody blocking him. GFL Championship Football gives you that experience, with an in-the-helmet perspective no one else has. You'll get 60 minutes of hard hitting action. On the field. Where *real* football is played.

For Commodore 64 and 128. Coming soon for Amiga, Atari ST, Apple II series, Macintosh, IBM PC, PCjr and Tandy 1000.



## CHAMPIONSHIP GOLF™ The Great Courses of The World™

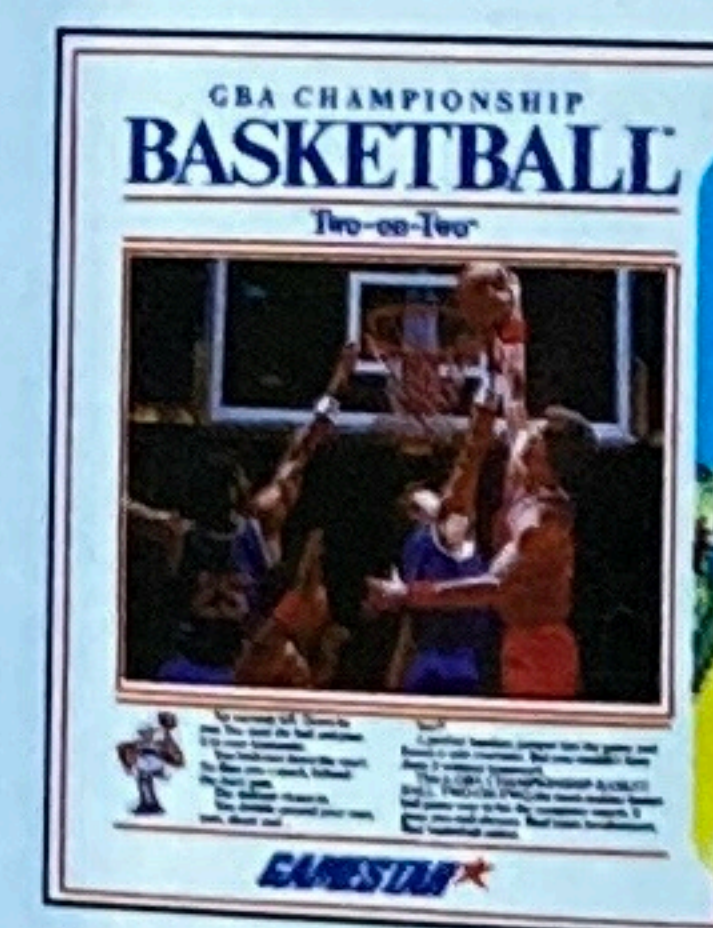
### Volume One: Pebble Beach

Created by Jerry Shurman and Henry Perkins  
with Interplay Productions

You are there. Pebble Beach.

Here's a simulation so real you'll feel the crack of the ball as it sails off your driver...and the sand in your shoes as you blast out of a deep bunker. So go ahead. Tee it up on Number 1. It's only 6600 yards to the 18th green. And Pebble Beach will make you work for every inch.

For IBM PC, PCjr, XT and AT and Tandy 1000.



## GBA CHAMPIONSHIP BASKETBALL™ Two-on-Two™

Created by Troy Lyndon, Scott Orr and John Cutler

The computer basketball challenge that picks up where the best of the others leave off.

Here's the first and only computerized basketball game with two-on-two *team* action. A four-division, 23-team league gives you the chance to reach the playoffs and go for the GBA Championship. It gives you real choices. Really lets you show your stuff. Game after game. Season after season.

For Commodore 64, 128 and Amiga and Atari ST. Coming soon for Apple II series, IBM PC and PCjr and Tandy 1000.





school-age subjects.

- **INTR.** Introspection. Intrapersonal intelligence: awareness of self and access to one's own feelings and emotions.
- **COMN.** Common sense. Reflection of logical and mechanical knowledge as well as interpersonal skills.

**Core Intelligence** (See WASATCH).

**EDMOD** (Individual Educational Modules, aptitudes, and programming)

Edmod offers information in those areas important to well-directed educational and social development under the Intercorp Council Educational Development Program (Directive Reference #238912Sigma). These include Intrapersonal, Memory, Logic, and Core IQ.

**Intrapersonal** (partition bar graph).

- **SPAT.** Spatial orientation. Capacity for visual imagery and the mental manipulation of objects in three-dimensional space.
- **BODY.** Bodily-kinesthetic. Developed fine motor control and/or skillful object manipulation.
- **SOCI.** Social adjustment. Interpersonal intelligence, sensitivity to the feelings and motivations of others; an expression of innate leadership talent.

**Memory** (horizontal bar graph).

- **ATEN.** Attention span. Measure of intensity and duration of intellectual focus and concentration.
- **SHRT.** Short-term memory. Measure of rote memorization skills, with no consideration for later retention.
- **LERN.** Learning curve. Measure of the speed with which one

can become familiar with and use a new concept or skill.

- **LONG.** Long-term memory. Ability to understand, integrate, and retain concepts and skills and recall and use them over time.

**Logic** (partition bar graph).

- **MATH.** Mathematical IQ.
- **DEDC.** Deductive reasoning. Ability to reach conclusions from numerous apparently unrelated facts.
- **INDC.** Inductive reasoning. Ability to prove the steps needed to reach a stated conclusion from certain starting parameters.

**Core Intelligence** (See WASATCH).

**LIFE SUPPORT** (Physiological data; time-stamped data not available with older peripheral I/O)

Life Support graphic information is based on continuous realtime personal monitor data archived in Local Node Housings.

**Blood Pressure** (planeline graph/sec. vs. press. Hg).

- **SYST.** Systolic. Peak blood pressure as the heart contracts.
- **DIAS.** Diastolic. Blood pressure when the heart muscle relaxes and the ventricles snap shut.

**Temperature** (planeline graph/sec. vs. percentage from base).

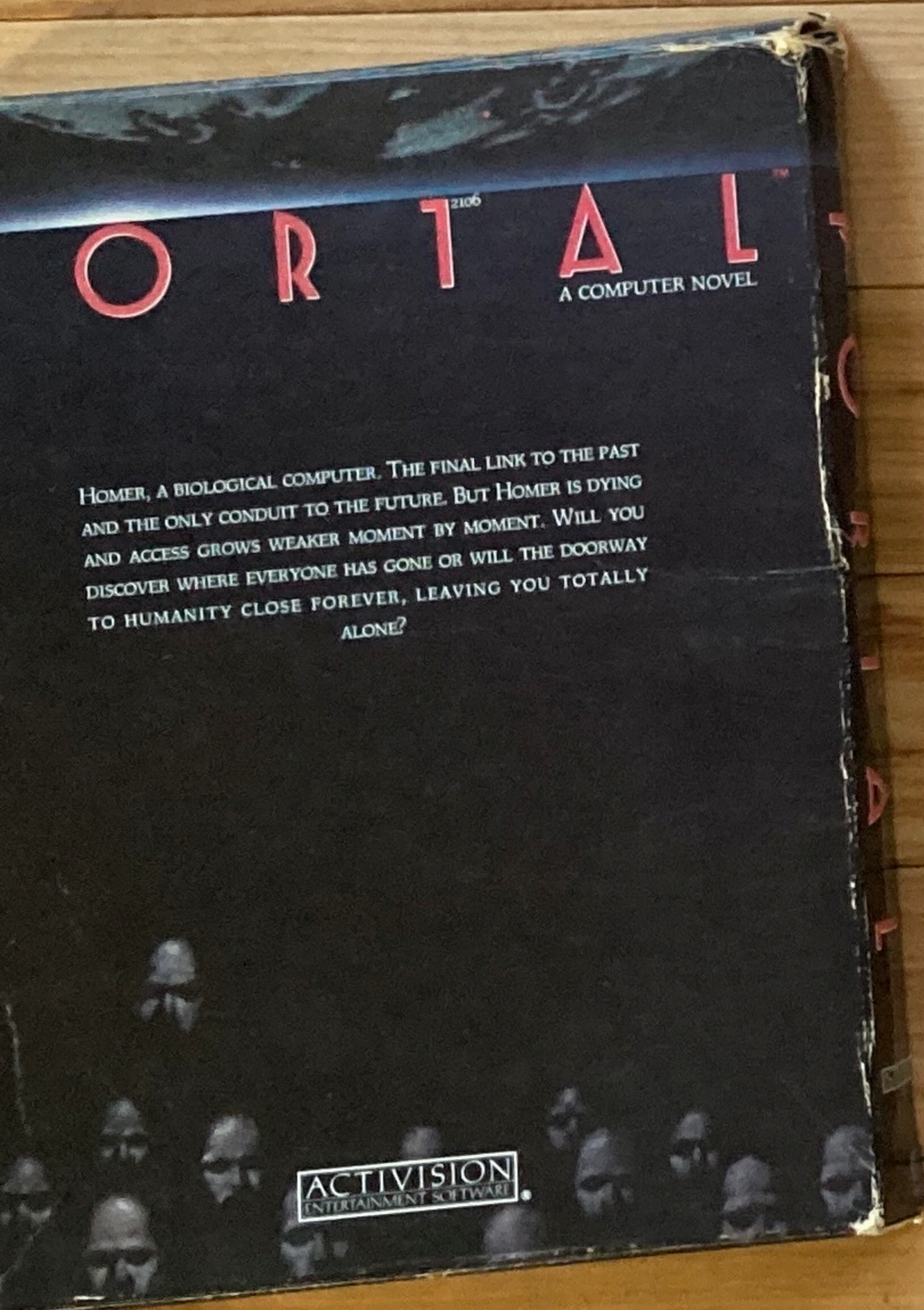
- **FACE.** Face temperature. Changes in face temperature reflecting changes in mood.
- **EXTR.** Peripheral temperature. Reflection of sympathetic nervous system or emotional response.

**Respiration + GSR** (planeline graph/sec. vs. 108M|208M|308M|BASE|RSPS).

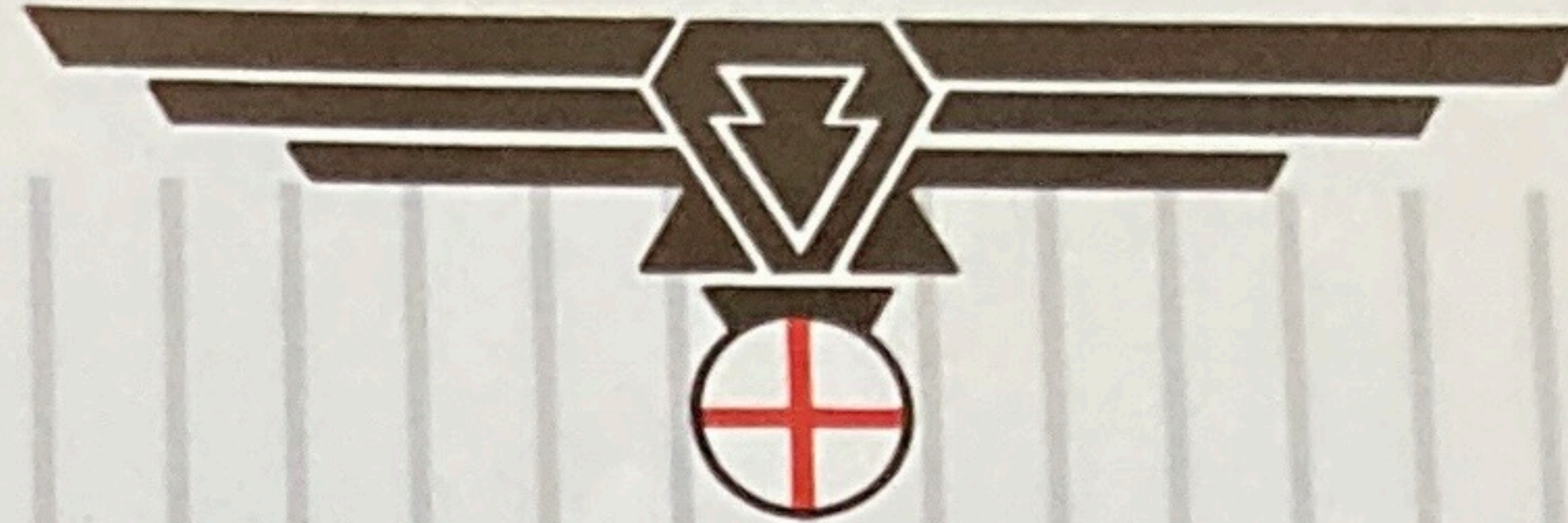


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NORTHWEST

MAIN

EUROPEAN

SOVSEC

UTAH

CALMEX

ATLANTIC

SAHARAN

EQUATORIAL

CENTRAL  
MERIC

MATTO GROSSO

KALAHARI

IND

▲ Edmod

Oslo

Gorki

Norosibirsk

Moscow

Minsk

Kiev

Geography

Psychology

Central Processing

Lyon

SciTech

Madrid

Ulan Ba

Delhi

Nairobi

Rio De Janero

Aleutian Trench

Billings

Vancouver

Chicago

Seattle

Homer

San Diego

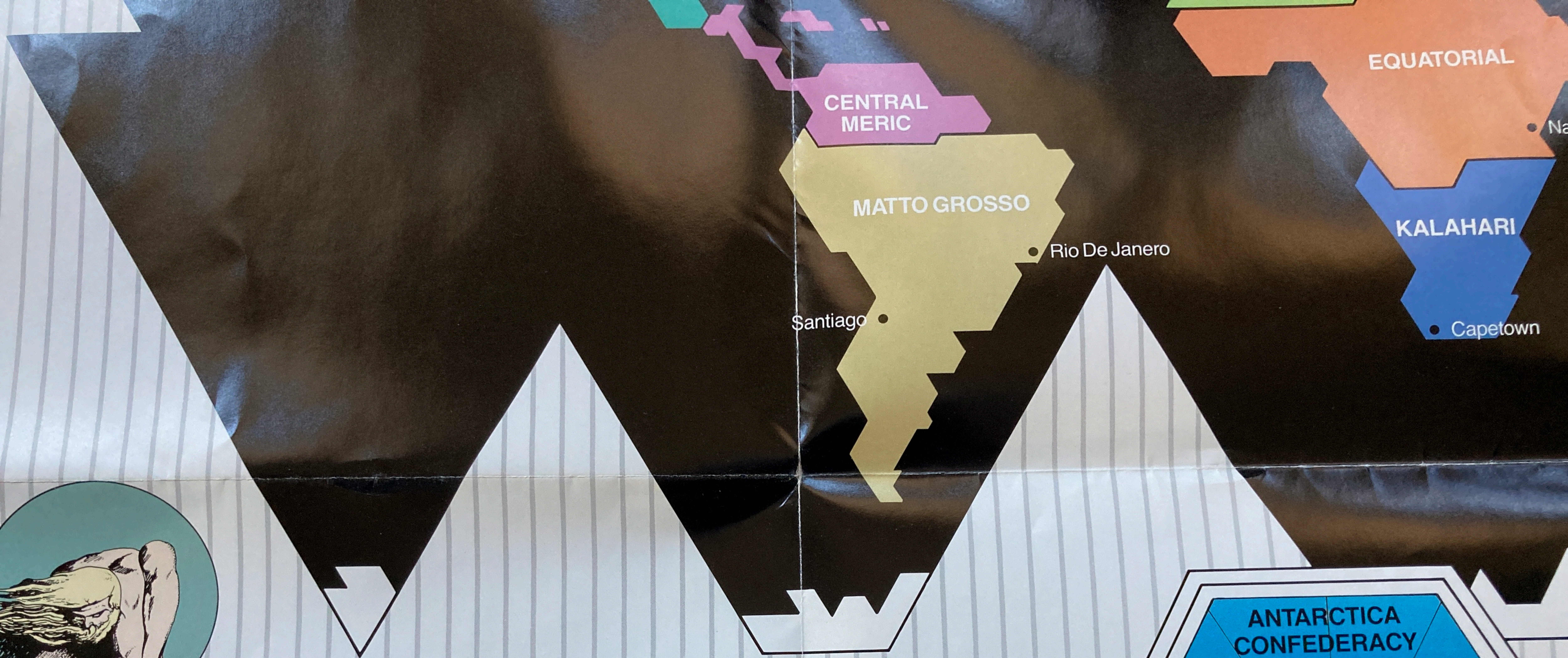
Wasatch

Psilink

Springfield

Monterrey





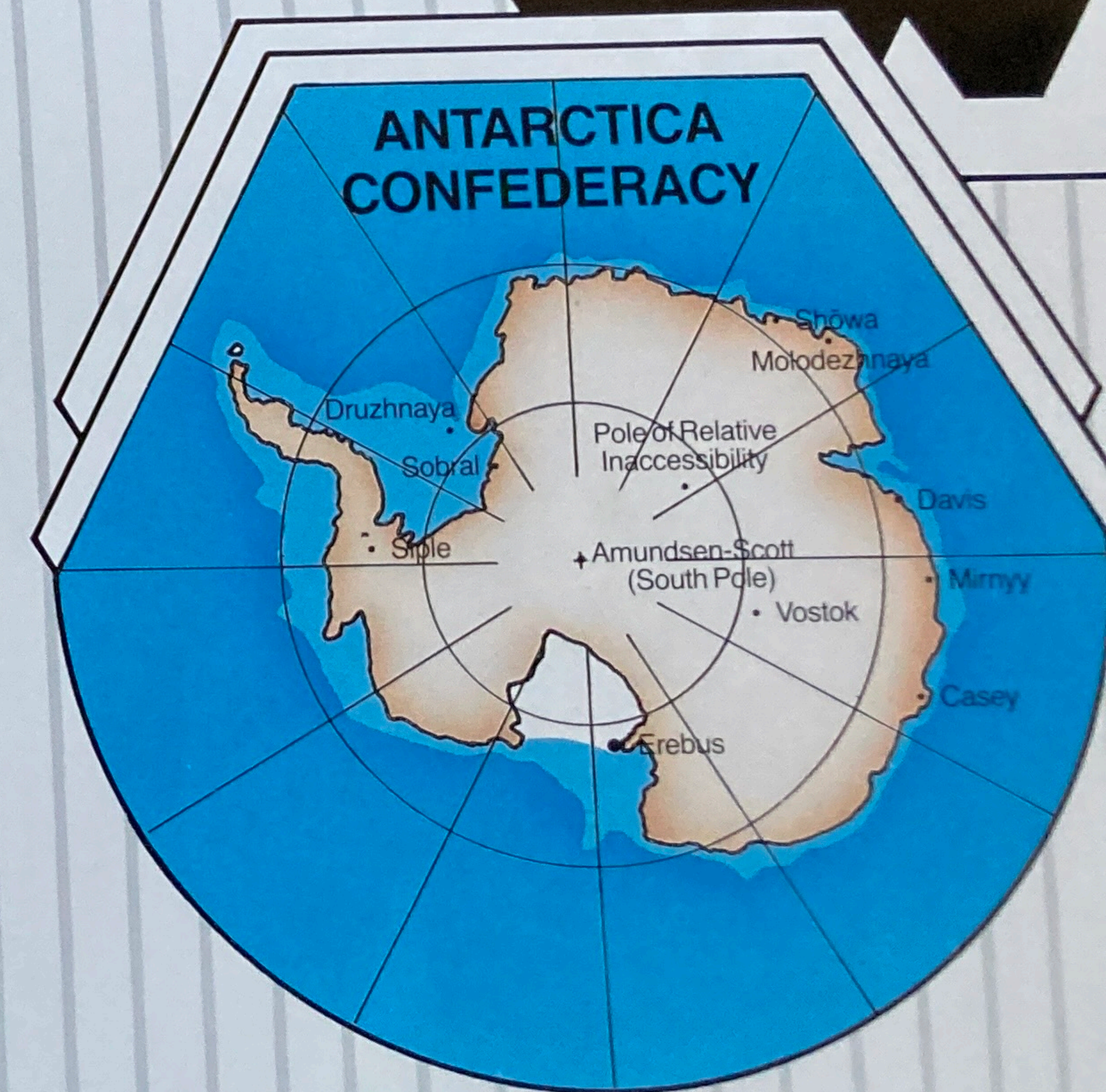
1000 2000 Miles  
1000 2000 3000 Kilometers

### LEGEND

- Computer Nodes\*
- ▲ Dataspace Locations\*\*
- Underwater Trenches

\*Six additional computer nodes, four at the space stations located at the Lagrange points (LP-5, 1 through 4) one at Clavis on the moon, and one at Syrtis on Mars.

\*\*All military dataspace locations are classified.





• Capetown

▲ History

• Melbourne

Life Support

Mag Trench

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HOMER, A BIOLOGICAL COMPUTER. THE FINAL LINK TO THE PAST  
AND THE ONLY CONDUIT TO THE FUTURE. BUT HOMER IS DYING  
AND ACCESS GROWS WEAKER MOMENT BY MOMENT. WILL YOU  
DISCOVER WHERE EVERYONE HAS GONE OR WILL THE DOORWAY  
TO HUMANITY CLOSE FOREVER, LEAVING YOU TOTALLY  
ALONE?

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IT IS THE DISTANT FUTURE. THE 21ST CENTURY HAS LONG SINCE COME AND GONE. RETURNING FROM A FAILED 100 YEAR VOYAGE TO 61 CYGNI, YOU RE-ENTER THE EARTH'S ATMOSPHERE TO FIND THAT THE WORLD IS NOT AS YOU ONCE KNEW IT.

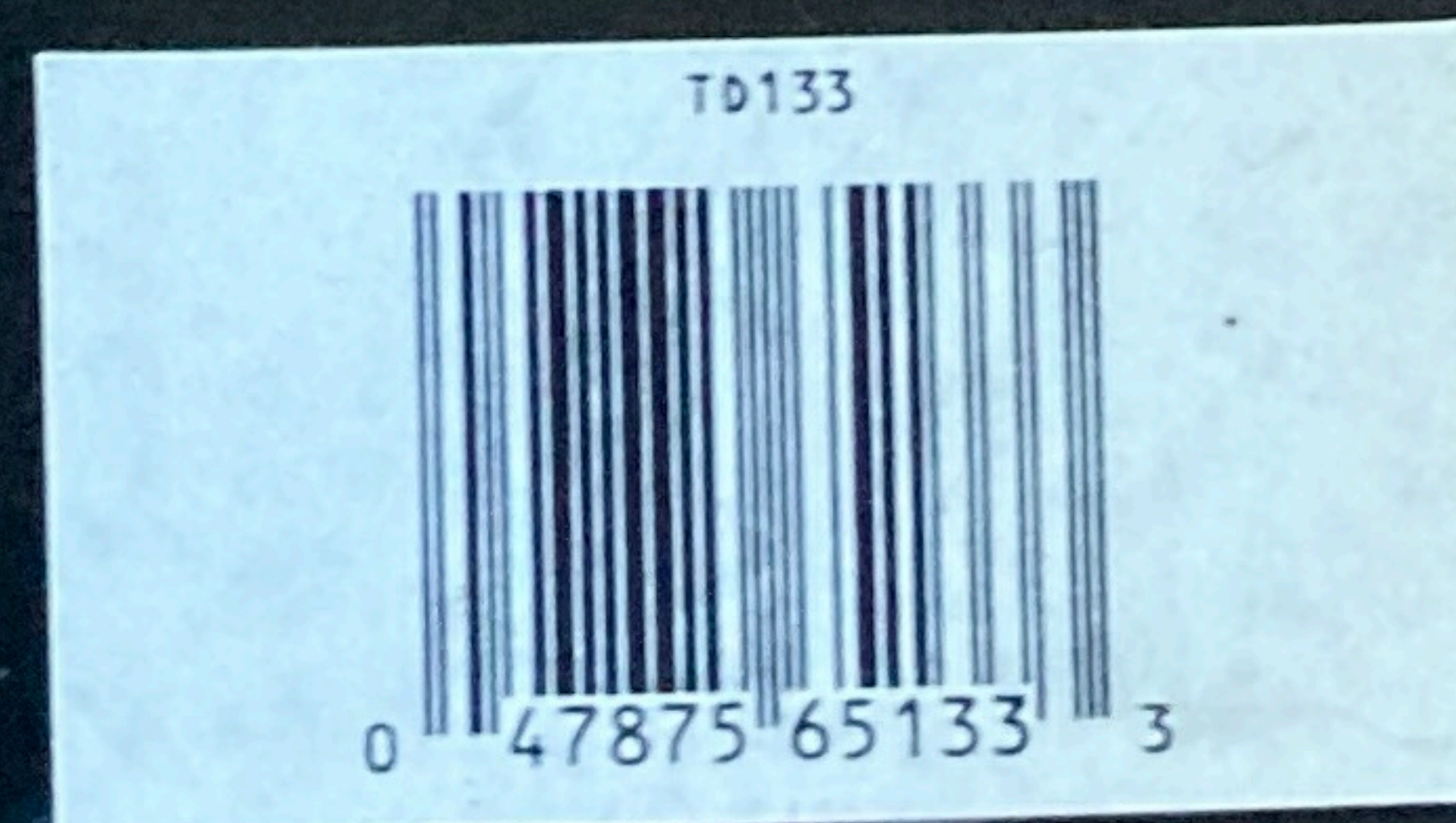
WHERE ONCE THERE WAS TEEMING HUMANITY, NOW THERE IS QUIET. THE EMPTY SHELLS OF MILE-HIGH SKYSCRAPERS STAND AT REST IN THE AWESOME SILENCE. THE VISTA, NOTHING BUT FORESTS AND MEADOWS, RIVERS AND LAKES, IS BEAUTIFUL BUT EERIE, FOR THERE ARE NO PEOPLE...

FINALLY, YOU DISCOVER AN ON-LINE COMPUTER TERMINAL THAT YOU CAN OPERATE. THROUGH IT YOU CONTACT HOMER, THE ULTIMATE ACHIEVEMENT OF MAN'S TECHNOLOGY—A LIVING COMPUTER. TOGETHER YOU AND HOMER MUST UNRAVEL THE MYSTERY OF THE VANISHED CIVILIZATION BEFORE IT'S TOO LATE. IF NOT, YOU FACE AN ETERNITY OF TOTAL SOLITUDE.

WRITTEN BY ROB SWIGART. PRODUCED BY BRAD FREGGER. PROGRAMMED BY NEXA CORPORATION.



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ALONE?

A COMPUTER NOVEL

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**PORTAL**

It is the distant future. The 21st Century has long since  
 come and gone. Beginning from a failed 100 Year  
 war to the 21st Century, you discover the earth's atmosphere  
 is now that the world is not as you once knew it.  
 You once there was turning humanity, not  
 the empty shells of million-year-old  
 by the intense silence. The  
 and meadows. Every  
 there are now

A COMPUTER NOVEL

IT IS THE OLDEST PLAYING THE SHIP CAPTAIN HAS LONG SINCE  
COME, AND COME, REVEALING FROM A HAILING 400 YEAR VERY-  
AND SO IN CYBER, YOU RE-ENTER THE EARTH'S ATMOSPHERE  
NOTING THAT THE WORLD IS NOT AS YOU ONCE KNEW IT.  
WHERE ONCE THERE WAS FERMING HUMANITY, NOW THERE IS  
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by ROB STEWART. PRODUCED BY BRAD FREGGER. PRESENTATION BY  
WIMBOWATION.

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WRITTEN BY ROB SWINGART. PRODUCED BY BRAD FREGGER. PROGRAMMED  
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